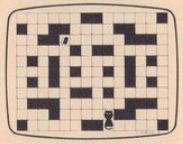
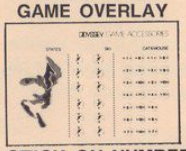
CAT and MOUSE ...can the clever mouse elude the cantankerous cat? A hilarious electronic addition game of hide and seek.

GAME AIDS

GAME CARD #4



GAME OVERLAY



STICK-ON NUMBERS
(from Odyssey Game Accessory Sheet)

SET UP

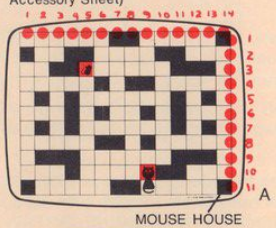
1. Insert GAME CARD #4 into the Master Control Unit.
2. Place the CAT and MOUSE Overlay on the screen.
3. **(Illust. A).** Place the numbers (from Accessory Sheet) on the Overlay.
4. Player Number 1, the left player, is the CAT. Player Number 2, the right player, is the MOUSE.
5. Using the HORIZONTAL and VERTICAL Controls, position the MOUSE's light on the MOUSE figure and the CAT's light on the CAT figure. **(Illust. A).** The blue square in the lower right hand corner is the "Mouse House." The other blue squares represent walls and furniture.

PLAY

Play begins when one player counts aloud to three.

(Illust. B). The MOUSE must get to his house without being caught by the CAT. The CAT, on the other hand, tries to catch the MOUSE as quickly as he can. Neither the CAT nor the MOUSE may enter the blue squares. If either player crosses a blue square, he must return immediately to his starting position (CAT or MOUSE figure) before continuing the chase.

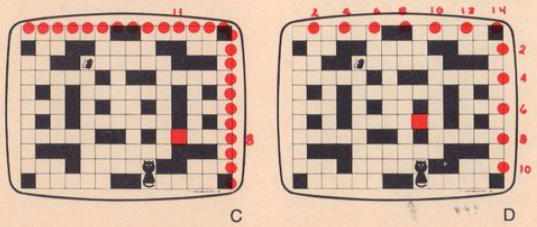
The MOUSE light will be extinguished if caught by the CAT. Play is then stopped.



SCORING

(Illust. C). At the point of interception where the CAT extinguishes the MOUSE, the points accumulated by the MOUSE for the run are marked down on a sheet of paper. Every square has a point value, which is arrived at by adding the numbers in the vertical and horizontal columns as shown: The CAT player in the illustration has extinguished the MOUSE in a square with a point value of 19. (Top row 11, Side column 8). The MOUSE then receives 19 points for that run.

The MOUSE gets 3 runs to a "Set." Then the players exchange controls, and the opponent becomes the MOUSE. The player with the *most total points* in his 3 runs as the MOUSE is the winner.

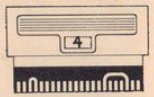


GAME VARIATION

(Illust. D). Remove all the odd numbers from the Game Overlay. Play is as before, except if the MOUSE is caught in an unnumbered square, his score is zero for that run.

HAUNTED HOUSE ...you are the detective groping in the dark as cats, bats, skeletons and a disappearing ghost guide you to a secret treasure! Fun for all ages. (For 2 or more players.)

GAME AIDS



GAME CARD #4

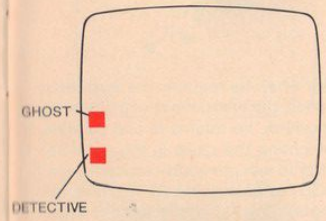
GAME OVERLAY

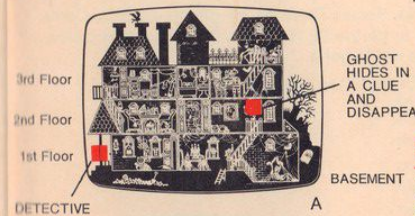
30 CLUE CARDS

13 SECRET MESSAGE CARDS

SET UP

1. Insert GAME CARD #4 into the Master Control Unit.
2. The left player, Player 1, is the DETECTIVE. The right player, Player 2, is the GHOST. Position the DETECTIVE and GHOST lights, as shown at left.
3. Place the HAUNTED HOUSE Overlay on the screen.
4. Shuffle the SECRET MESSAGE Cards and place them face down in front of the DETECTIVE. Arrange the CLUE CARDS in numerical order and place them in front of the GHOST.





PLAY

(Illust. A). While the DETECTIVE turns his head, the GHOST positions his light behind any of the clues, *except* the bat on the 3rd floor. (The clues are the translucent objects in the house, other than windows.) The GHOST makes himself disappear by maneuvering the DETECTIVE's light toward the GHOST until it touches and extinguishes the GHOST's light. (Use the HORIZONTAL and VERTICAL Controls.) The GHOST player then returns the DETECTIVE's light to the position shown in the illustration. The GHOST now tells the DETECTIVE to turn around.

(Illust. B). The DETECTIVE enters the house through the door at left. The other player gives the DETECTIVE a Clue Card for each clue the DETECTIVE lights on his search for the secret treasure.

C

D

E

DETECTIVE MUST GO AROUND GHOST WHO REVEALS HIMSELF IN THIS EXAMPLE (IN CHANDELIER.)

(Illust. C). BUT . . . the DETECTIVE must gather his clues in their proper order. (See illustration). If the DETECTIVE lights a clue out of sequence, it is considered to be sloppy police work and he does not collect any of the clues he passed by. He continues his search for the Secret Treasure.

(Illust. D). FURTHERMORE . . . If the DETECTIVE reveals his whereabouts at a window by lighting it, he must return to his last clue position and give back that Clue Card to the GHOST.

When the DETECTIVE approaches the clue just before the GHOST's hiding place, the GHOST reveals himself by pressing his RESET Button, and says "Boo!" (The GHOST must remain in his hiding place until the Secret Treasure is discovered by the DETECTIVE).

(Illust. E). The DETECTIVE must be very careful not to get too close to the GHOST . . . or the GHOST will disappear and, as a penalty, the GHOST takes half of the Clue Cards the DETECTIVE has won. The DETECTIVE may elude the GHOST by going around him (finding his way through secret passages and hidden staircases, which may even take him to another floor). He may use clues he has already encountered as guides to his next clue, but he does not collect additional Clue Cards for relighting them.

SECRET MESSAGES

The DETECTIVE takes a *secret message card* when he reaches the mysterious letter on the desk on the 3rd floor. He must follow the instructions written on the card. If he is instructed to a previous clue position, he returns to that position, and play continues, with the DETECTIVE relighting the clues in the same sequence as before. (He now has the opportunity to win previously missed clues.) If the clue position is one in which the GHOST is hiding, the DETECTIVE *still* forfeits half of his Clue Cards. (Always counting from the haunted house entrance).

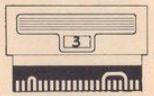
When the DETECTIVE reaches the Secret Treasure, he counts his Clue Cards. It is now the other player's turn to be the DETECTIVE. Play begins as before. Write down your score so you do not forget it.

The DETECTIVE who gathers the most Clue Cards wins.

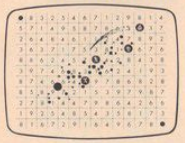
ANALOGIC

...a space race through the numeric maze of a computer charted galaxy! A fascinating electronic addition game for all ages!

GAME AIDS

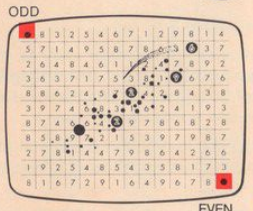


GAME CARD #3

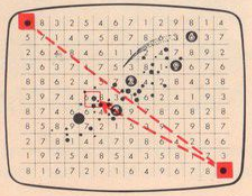


GAME OVERLAY

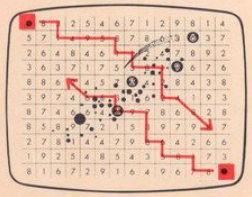
GAME CHIPS (use 16 red chips)



A



B



C

SET-UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Place the ANALOGIC Overlay on the screen.
3. Set the SPEED control to the slowest setting.
4. **(Illust. A).** Using HORIZONTAL and VERTICAL Controls, the left player, Player 1, goes to the planet EVEN. The right player, Player 2, goes to the planet ODD.
5. Both Players set their ENGLISH controls to the upright center position.

PLAY

(Illust. B). The players establish interstellar contact by activating their light beam transceivers. (The RESET button is pushed and the light bounces diagonally between both players. Use the ENGLISH control to determine the correct path of the light).

The players flip a coin to see who moves first. The player from the planet ODD tries to reach the planet EVEN before the player from the planet EVEN reaches the planet ODD.

If the player from the planet ODD starts the game, he may *move only to an odd numbered square.* If a player from the planet EVEN starts the play, he may *move only to an even numbered square.*

(Illust. C). The players may move *one square in any horizontal or vertical direction.* They may, under special circumstances, move in a diagonal direction. This will be explained later (on page 28).